

sales tax. Increasing the sales tax always places a heavier burden on the poor. One thing that was kind of interesting to me, I was watching Councilman Connelly on television Sunday, he's running for mayor and said he would be more inclined to accept a sales tax as a way to generate revenue because it's progressive. That's wrong. A sales tax is the most regressive tax you have because it places the same flat rate on everybody regardless of what their income is and since poor people have to pay that flat rate, it takes a greater percentage of their income than it does for people who are better off. A progressive tax is one that causes you to pay more based on your ability to pay.

SPEAKER BARRETT: One minute.

SENATOR CHAMBERS: But anyway, there are people who would vote for this exemption who would at the same time vote for an increase in the sales tax. They wouldn't mind sticking it to the poor, but when there is an elitist type operation which Joslyn Art Museum definitely is, a hoity-toity, nose turned up, look down over the bridge of the nose at the unwashed, they want to give them an exemption for something that is not necessarily in the public interest. No law, no ordinance required Joslyn to make this purchase. They didn't consult with the citizens. They didn't even have a straw vote or anything of that kind. Then after the deal is transacted they want the State of Nebraska to take, even if it's a piddling amount, from all of the taxpayers a certain amount to allow for an exemption to the Joslyn Art Museum in Omaha. I'm opposed to the amendment, I mean, I'm opposed to the bill.

SPEAKER BARRETT: Motion on the desk.

CLERK: Mr. President, Senator Haberman would move to indefinitely postpone. Senator Lindsay would have the option to lay the bill over, Mr. President.

SPEAKER BARRETT: Senator Lindsay, your wishes, please.

SENATOR LINDSAY: We'll take it up.

SPEAKER BARRETT: Take the kill motion up at the present time. Senator Haberman.

SENATOR HABERMAN: Mr. President, members of the body, I'm going